

CLAIM AMENDMENTS

Sub 1. (Previously Amended) A rotating reel based game apparatus requiring patience, skill, knowledge, and concentration to play well comprising:

- (a) a plurality of reels;
- (b) a plurality of pre-determined fixed symbols, with said symbols randomly distributed on each of said reels;
- (c) means for displaying a portion of said reels to a player so that for each of said reels at least two full symbols of said symbols on each of said reels may be visually perceived by said player;
- (d) means for rotating each of said reels;
- (e) a player controlled stop for each of said reels so that under the control of a player said rotation of said reels may be stopped;
- (f) a pre-determined location within said portion of said reels that is displayed to said player;
- (g) means for determining if a symbol of said two full symbols visually perceived by said player of said plurality of fixed symbols on each of said reels is stopped within said pre-determined location;
- (h) a results table to determine the outcome of the play of said game based on whether said player has timed the operation of said stops whereby at least one of said pre-determined fixed symbols is stopped within one of said pre-determined locations;

whereby said player plays said rotating reel based game by initiating means for rotating each of said reels then using said player controlled stops for each of said reels to attempt to stop said symbol of said two full symbols within said pre-determined location according to said results table

to maximize the results for said player.

2. (Previously Amended) A rotating reel based game apparatus requiring patience, skill, knowledge, and concentration to play well of Claim 1 wherein said means for rotating each of said reels rotates said reels at a rotational speed so that said player has a time interval at least one-tenth of a second to use said player controlled stop to stop the rotation of the reels whereby the player may control if a symbol of said two full symbols visually perceived by said player of said plurality of said fixed symbols is stopped within said pre-determined location.

C1 3. (Previously Amended) A rotating reel based game apparatus requiring patience, skill, knowledge, and concentration to play well of Claim 2 wherein a bonus window randomly displays one of said plurality of pre-determined fixed symbols, said display occurring prior to initiating said means for rotating each of said reels, and said results table to increase results based on whether said player has timed the operation of said player controlled stops whereby a symbol of said two full symbols visually perceived by said player is stopped within one of said pre-determined locations for said plurality of reels by said player that matches said symbol displayed in said bonus window whereby said player uses said player controlled stops to attempt to stop in said pre-determined location symbols matching said symbol displayed in said bonus window to obtain increased results thereby.

4. (Original) A rotating reel based game apparatus requiring patience, skill, knowledge, and concentration to play well of Claim 3 wherein the same total number of said plurality of pre-determined fixed symbols are randomly distributed on each of said plurality of fixed reels.

5. (Original) A rotating reel based game apparatus requiring patience, skill, knowledge, and concentration to play well of Claim 4 wherein said plurality of pre-determined fixed symbols is a fixed amount and a fixed multiple number of said fixed amount of symbols is randomly distributed on each of said reels whereby for each individual symbol each reel will have that said multiple number of said individual symbol displayed on said reel so that no symbol appears more or less frequently than any other symbol on said reel whereby said player can use concentration and memory to anticipate the order of symbols on said reels maximizing player's opportunity to activate said stops within said time interval according to said results table.

C.1 6. (Original) A rotating reel based game apparatus requiring patience, skill, knowledge, and concentration to play well of Claim 5 further comprising a timer so that when game is started by initiating said means for rotation of said reels to begin game that said player has a fixed amount of time to operate said player controlled stop for each of said reels.

7. (Original) A rotating reel based game apparatus requiring patience, skill, knowledge, and concentration to play well of Claim 6 wherein said symbols are constrained to stop outside of said pre-determined location at expiration of said fixed amount of time unless player has used said player controlled stop within said fixed amount of time determined by said timer to stop said reel whereby a player must use said player controlled stop within said fixed amount of time to stop at least one of said pre-determined fixed symbols within said pre-determined location to obtain favorable results from said result table thereby requiring skill from a player to be successful in play of said game.

8. (Previously Amended) A rotating reel based game apparatus requiring patience, skill, knowledge, and concentration to play well of Claim 7 wherein if a player is successful in stopping a pre-determined number of said two full symbols visually perceived by said player of said symbols displayed in said bonus window in said pre-determined location, then player is awarded by a special bonus table.

9. (Original) A rotating reel based game apparatus requiring patience, skill, knowledge, and concentration to play well of Claim 8 further comprising a game counter to record how many games have been played.

10. (Currently Amended) An electronic video based apparatus for simulating a rotating reel game that requires patience, skill, knowledge, and concentration to play well comprising:

- (a) means for displaying to a player on a video screen a plurality of reels;
- (b) means to make said means for displaying said plurality of reels to appear to rotate said reels by successively projecting on said video screen images of a reel at differing locations on said video screen;
- (c) means for displaying on each of said reels a plurality of full symbols visually perceived by a player of predetermined fixed symbols;
- (d) for each of said plurality of reels, means to stop said apparent rotation of said reel, said means to stop controlled by said player;
- (e) means for determining whether player has used said means to stop so that at least one of said plurality of full symbols visually perceived by a player of said predetermined fixed symbols is stopped within a predetermined location on said video screen;

- (f) means for determining results of said play of game based on whether said player used said means to stop whereby at least one of said plurality of full symbols of said predetermined fixed symbols is stopped within one of said predetermined locations.

11. (Currently Amended) An electronic video based apparatus for simulating a rotating reel game that requires patience, skill, knowledge, and concentration to play well of Claim 10 wherein said means to stop allows a player at least one-tenth of a second to use said means to stop at least one of said plurality of full symbols visually perceived by a player of said pre-determined fixed symbols within said pre-determined location on said video screen.

9 12. (Currently Amended) An electronic video based apparatus for simulating a rotating reel game that requires patience, skill, knowledge, and concentration to play well of Claim 11 further comprising a means for displaying a bonus symbol to a player, said bonus symbol one of said plurality of said pre-determined fixed symbols, with said bonus symbol display occurring randomly prior to activating said means for displaying to a player on a video screen a plurality of reels, and said means for determining results of said play providing increased results based on whether a symbol of said plurality of full symbols visually perceived by a player matching said bonus symbol is stopped within one of said pre-determined locations by said player.

13. (Original) An electronic video based apparatus for simulating a rotating reel game that requires patience, skill, knowledge, and concentration to play well of Claim 12 wherein each of said plurality of said reels has the same total number of said plurality of pre-determined fixed symbols.

14. (Original) An electronic video based apparatus for simulating a rotating reel game that requires patience, skill, knowledge, and concentration to play well of Claim 13 wherein said plurality of pre-determined fixed symbols is a fixed amount, and a fixed multiple number of said fixed amount of pre-determined fixed symbols is randomly distributed on each of said reels, whereby each reel will have for each individual symbol that fixed multiple number of said individual symbols displayed on said reel whereby no symbol appears more or less frequently than any other symbol on said reel.

15. (Original) An electronic video based apparatus for simulating a rotating reel game that requires patience, skill, knowledge, and concentration to play well of Claim 14 which further comprises a timer so that when said means for displaying a plurality of reels begins to operate, said player has a fixed amount of time to operate said means to stop.

16. (Original) An electronic video based apparatus for simulating a rotating reel game that requires patience, skill, knowledge, and concentration to play well of Claim 15 wherein said fixed symbols are constrained to stop outside of said pre-determined location at expiration of said fixed amount of time unless player has used said means to stop within said fixed amount of time determined by said timer to stop said reel.

17. (Original) An electronic video based apparatus for simulating a rotating reel game that requires patience, skill, knowledge, and concentration to play well of Claim 16 that further comprises means for shuffling said random distribution of said symbols on each of said reels, said means for shuffling constrained to operate only between games and not during play of a game.

18. (Original) An electronic video based apparatus for simulating a rotating reel game that requires patience, skill, knowledge, and concentration to play well of Claim 17 wherein said means for shuffling is constrained so that no more than two of any same symbol will be in succession on a reel but where said symbols are otherwise randomly distributed on each of said reels.

19. (Original) An electronic video based apparatus for simulating a rotating reel game that requires patience, skill, knowledge, and concentration to play well of Claim 18 wherein said means for shuffling is constrained to operate after a pre-determined number of games has been played.

C. 1 20. (Original) An electronic video based apparatus for simulating a rotating reel game that requires patience, skill, knowledge, and concentration to play well of Claim 19 wherein a said fixed amount of time determined by said timer expires without a player using means to stop said reels, then said means for shuffling is activated for each of said reels but said symbol displayed in said bonus symbol remains the same until player uses said means to stop said apparent rotation of said reel.

21. (Currently Amended) An electronic video based apparatus for simulating a rotating reel game that requires patience, skill, knowledge, and concentration to play well of Claim 20 wherein if a player is successful in using said means to stop a pre-determined number of said fixed symbols of said plurality of full symbols visually perceived by a player matching said bonus symbol in said pre-determined location, then player is awarded by a special bonus table.

22. (Original) An electronic video based apparatus for simulating a rotating reel game that

requires patience, skill, knowledge, and concentration to play well of Claim 21 further comprising a game counter to record how many games have been played.

23. (Currently Amended) An electronic video based apparatus for simulating a rotating reel game that requires patience, skill, knowledge, and concentration to play well of Claim 20 wherein if a player is successful using said means to stop so that a pre-determined number of fixed symbols of said plurality of full symbols visually perceived by a player matching said bonus symbols are stopped in said pre-determined location, then player enters a bonus round, said bonus round comprising a bonus round display on said video screen, said bonus round display further comprising a plurality of flashing symbols, each of said flashing symbols containing a number, each of said numbers different in each of said flashing symbols and wherein there is a second means to stop that is used to stop said flashing of said symbols whereby a player receives a reward multiplied by said number appearing in said flashing symbol stopped by said player using said second means to stop.

24. (Original) An electronic video based apparatus for simulating a rotating reel game that requires patience, skill, knowledge, and concentration to play well of Claim 23 wherein said second means to stop allows a player at least one-tenth of a second to signal a stop of said flashing bonus symbols.

25. (Currently Amended) An electronic video based apparatus for simulating a rotating reel game that requires patience, skill, knowledge, and concentration to play well of Claim 24 wherein said means to stop allows a player at least two-tenths of a second to stop at least one of said pre-determined fixed symbols of said plurality of full symbols visually perceived by a player within

said pre-determined location on said video screen.

26. (Currently Amended) A method for playing a rotating reel game that requires patience, skill, knowledge, and concentration to play well comprising:

- (a) providing a plurality of reels;
- (b) providing a means to make said reels appear to rotate;
- (c) providing a means for displaying on each of said reels a plurality of full symbols visually perceived by a player of predetermined fixed symbols;
- (d) providing a means for a player to stop said apparent rotation of said reel;
- (e) providing a means for determining if a player has used said means to stop so that at least one of said plurality of full symbols visually perceived by a player of said predetermined fixed symbols is stopped within a predetermined location on;
- (f) providing a means for determining results of said play of said game based on whether said player has used means to stop whereby at least one of said plurality of full symbols visually perceived by a player of said predetermined fixed symbols is stopped within one of said predetermined locations.

27. (Currently Amended) A method for playing a rotating reel game that requires patience, skill, knowledge, and concentration to play well of Claim 26 further comprising providing at least one-tenth of a second for a player to use said means to stop at least one of said plurality of full symbols visually perceived by a player of said pre-determined fixed symbols within one of said pre-determined locations.

28. (Previously Amended) A method for playing a rotating reel game that requires patience,

skill, knowledge, and concentration to play well of Claim 27 further comprising providing a means for displaying a bonus symbol to a player, said bonus symbol one of said plurality of said pre-determined fixed symbols with said bonus symbol display occurring randomly prior to activating said means for displaying to a player a plurality of reels and said means for determining results of said play providing increased results based on whether a symbol of said plurality of full symbols matching said bonus symbol is stopped within one of said pre-determined locations by said player, each of said reels of said plurality of reels is provided with the same total number of said plurality of pre-determined fixed symbols.

C | 29. (Original) A method for playing a rotating reel game that requires patience, skill, knowledge, and concentration to play well of Claim 28 wherein each of said reels is provided with a fixed multiple number of a fixed amount of said pre-determined fixed symbols whereby each of said reels will be provided with the same fixed multiple number of said individual symbols displayed on said reel so that no symbol appears more or less frequently than any other symbol on said reel.

30. (Original) A method for playing a rotating reel game that requires patience, skill, knowledge, and concentration to play well of Claim 29 which further comprises providing a timer so that said player has a fixed amount of time to operate said means to stop.

31. (Original) A method for playing a rotating reel game that requires patience, skill, knowledge, and concentration to play well of Claim 30 further providing a means for shuffling said random distribution of said symbols on said reel, said means for shuffling constrained to operate only between games and not during play of a game.

32. (Currently Amended) A method for playing a rotating reel game that requires patience, skill, knowledge, and concentration to play well of Claim 31 further comprising providing a special bonus table wherein if a player is successful in using said means to stop a pre-determined number of said fixed symbols of said plurality of full symbols visually perceived by a player matching said bonus symbol in said pre-determined locations then player is awarded by said bonus table.

C1. 33. (Original) A method for playing a rotating reel game that requires patience, skill, knowledge, and concentration to play well of Claim 32 of providing a bonus round conditioned upon a player successfully using said means to stop a pre-determined number of fixed symbols matching said bonus symbols in said pre-determined location, said bonus round further comprising providing a bonus display, said bonus round display comprising a plurality of flashing symbols, each of said flashing symbols containing a number, each of said numbers different in each of said flashing symbols and a second means to stop is used to stop flashing of said symbols whereby a player receives a reward multiplied by said number appearing in said flashing symbols stopped by said player using said second means to stop.

34. (Original) A method for playing a rotating reel game that requires patience, skill, knowledge, and concentration to play well of Claim 33 wherein a player is provided at least one-tenth of a second to use said second means to stop said flashing bonus symbols.

35. (Currently Amended) A method for playing a rotating reel game that requires patience, skill, knowledge, and concentration to play well of Claim 34 wherein a player is provided at least two-tenths of a second to use said means to stop at least one of said pre-determined fixed symbols

U of said plurality of full symbols visually perceived by a player within said pre-determined location.
